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Unique solved — darrenhp

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,785

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,522 global accepts · Rating: 800 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[darrenhp's solution](#)

2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,564 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[darrenhp's solution](#)

3.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[darrenhp's solution](#)

4.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[darrenhp's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[darrenhp's solution](#)

6.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[darrenhp's solution](#)

7.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[darrenhp's solution](#)

8.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,386 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[darrenhp's solution](#)

9.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[darrenhp's solution](#)

10.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[darrenhp's solution](#)

11.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[darrenhp's solution](#)

12.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

13.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

14.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules
[darrenhp's solution](#)

15.

2188A

[Divisible Permutation](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[darrenhp's solution](#)

16.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[darrenhp's solution](#)

17.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[darrenhp's solution](#)

18.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[darrenhp's solution](#)

19.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

20.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[darrenhp's solution](#)

21.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[darrenhp's solution](#)

22.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[darrenhp's solution](#)

23.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[darrenhp's solution](#)

24.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[darrenhp's solution](#)

25.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[darrenhp's solution](#)

26.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[darrenhp's solution](#)

27.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[darrenhp's solution](#)

28.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[darrenhp's solution](#)

29.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[darrenhp's solution](#)

30.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[darrenhp's solution](#)

31.

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[darrenhp's solution](#)

32.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[darrenhp's solution](#)

33.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

34.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[darrenhp's solution](#)

35.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[darrenhp's solution](#)

36.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[darrenhp's solution](#)

37.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[darrenhp's solution](#)

38.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[darrenhp's solution](#)

39.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[darrenhp's solution](#)

40.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[darrenhp's solution](#)

41.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[darrenhp's solution](#)

- 42.**
469A
[I Wanna Be the Guy · Tutorial](#)
Quality: 121,226 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)
- 43.**
510A
[Fox And Snake · Tutorial](#)
Quality: 105,954 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[darrenhp's solution](#)
- 44.**
443A
[Anton and Letters · Tutorial](#)
Quality: 112,091 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[darrenhp's solution](#)
- 45.**
454A
[Little Pony and Crystal Mine · Tutorial](#)
Quality: 16,120 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[darrenhp's solution](#)
- 46.**
381A
[Sereja and Dima · Tutorial](#)
Quality: 89,844 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[darrenhp's solution](#)
- 47.**
2104A
[Three Decks · Tutorial](#)
Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[darrenhp's solution](#)
- 48.**
1974A
[Phone Desktop · Tutorial](#)
Quality: 37,928 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[darrenhp's solution](#)
- 49.**
1974B
[Symmetric Encoding · Tutorial](#)
Quality: 34,490 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[darrenhp's solution](#)
- 50.**
2163A
[Souvlaki VS. Kalamaki · Tutorial](#)
Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[darrenhp's solution](#)
- 51.**
2164A
[Sequence Game · Tutorial](#)
Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[darrenhp's solution](#)
- 52.**
2161A
[Round Trip · Tutorial](#)
Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[darrenhp's solution](#)

53.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[darrenhp's solution](#)

54.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[darrenhp's solution](#)

55.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,495 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[darrenhp's solution](#)

56.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[darrenhp's solution](#)

57.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,216 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[darrenhp's solution](#)

58.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

59.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[darrenhp's solution](#)

60.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,289 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[darrenhp's solution](#)

61.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[darrenhp's solution](#)

62.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

63.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

64.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[darrenhp's solution](#)

65.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,874 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[darrenhp's solution](#)

66.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,105 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[darrenhp's solution](#)

67.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[darrenhp's solution](#)

68.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[darrenhp's solution](#)

69.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[darrenhp's solution](#)

70.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[darrenhp's solution](#)

71.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[darrenhp's solution](#)

72.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

73.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[darrenhp's solution](#)

74.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[darrenhp's solution](#)

75.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[darrenhp's solution](#)

76.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[darrenhp's solution](#)

77.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: strings

[darrenhp's solution](#)

78.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[darrenhp's solution](#)

79.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,307 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: strings

[darrenhp's solution](#)

80.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[darrenhp's solution](#)

81.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[darrenhp's solution](#)

82.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[darrenhp's solution](#)

83.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[darrenhp's solution](#)

84.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

85.

802G1

[Fake News \(easy\) · Tutorial](#)

Quality: 8,148 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

86.

831B

[Keyboard Layouts · Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

87.

731A

[Night at the Museum · Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

88.

99A

[Help Far Away Kingdom · Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[darrenhp's solution](#)

89.

855A

[Tom Riddle's Diary · Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[darrenhp's solution](#)

90.

78A

[Haiku · Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

91.

1367A

[Short Substrings · Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

92.

1985A

[Creating Words · Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

93.

1791A

[Codeforces Checking · Tutorial](#)

Quality: 80,644 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

94.

1703A

[YES or YES? · Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[darrenhp's solution](#)

95.

141A

[Amusing Joke · Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings,

strings

[darrenhp's solution](#)

96.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,978 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

97.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,560 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

98.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

99.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,578 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

100.

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

101.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

102.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

103.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[darrenhp's solution](#)

104.

1454A

[Special Permutation](#) · [Tutorial](#)

Quality: 44,065 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, probabilities

[darrenhp's solution](#)

105.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[darrenhp's solution](#)

106.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[darrenhp's solution](#)

107.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[darrenhp's solution](#)

108.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

109.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[darrenhp's solution](#)

110.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

111.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[darrenhp's solution](#)

112.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[darrenhp's solution](#)

113.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

114.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[darrenhp's solution](#)

115.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[darrenhp's solution](#)

116.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

117.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

118.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

119.

1712B

[Woeful Permutation](#) · [Tutorial](#)

Quality: 22,399 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[darrenhp's solution](#)

120.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[darrenhp's solution](#)

121.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[darrenhp's solution](#)

122.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

123.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[darrenhp's solution](#)

124.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

125.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

126.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

127.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

128.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[darrenhp's solution](#)

129.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,567 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[darrenhp's solution](#)

130.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[darrenhp's solution](#)

131.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[darrenhp's solution](#)

132.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

133.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[darrenhp's solution](#)

134.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[darrenhp's solution](#)

135.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

136.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, number theory
[darrenhp's solution](#)

137.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,787 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory
[darrenhp's solution](#)

138.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

139.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[darrenhp's solution](#)

140.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

141.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

142.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

143.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[darrenhp's solution](#)

144.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory
[darrenhp's solution](#)

145.

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,411 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

146.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[darrenhp's solution](#)

147.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

148.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[darrenhp's solution](#)

149.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,269 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

150.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

151.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[darrenhp's solution](#)

152.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[darrenhp's solution](#)

153.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,386 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[darrenhp's solution](#)

154.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

155.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

156.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory
[darrenhp's solution](#)

157.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[darrenhp's solution](#)

158.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number

theory

[darrenhp's solution](#)

159.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

160.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

161.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,492 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

162.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

163.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,822 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[darrenhp's solution](#)

164.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,542 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[darrenhp's solution](#)

165.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,055 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

166.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,391 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[darrenhp's solution](#)

167.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,319 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

168.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

169.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[darrenhp's solution](#)

170.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[darrenhp's solution](#)

171.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[darrenhp's solution](#)

172.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[darrenhp's solution](#)

173.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[darrenhp's solution](#)

174.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[darrenhp's solution](#)

175.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[darrenhp's solution](#)

176.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

177.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math
[darrenhp's solution](#)

178.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[darrenhp's solution](#)

179.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[darrenhp's solution](#)

180.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

181.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

182.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

183.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[darrenhp's solution](#)

184.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[darrenhp's solution](#)

185.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[darrenhp's solution](#)

186.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

187.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

188.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[darrenhp's solution](#)

189.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[darrenhp's solution](#)

190.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[darrenhp's solution](#)

191.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[darrenhp's solution](#)

192.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation
[darrenhp's solution](#)

193.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[darrenhp's solution](#)

194.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[darrenhp's solution](#)

195.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,483 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[darrenhp's solution](#)

196.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[darrenhp's solution](#)

197.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, trees
[darrenhp's solution](#)

198.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation
[darrenhp's solution](#)

199.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[darrenhp's solution](#)

200.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[darrenhp's solution](#)

201.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[darrenhp's solution](#)

202.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[darrenhp's solution](#)

203.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[darrenhp's solution](#)

204.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[darrenhp's solution](#)

205.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[darrenhp's solution](#)

206.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[darrenhp's solution](#)

207.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[darrenhp's solution](#)

208.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[darrenhp's solution](#)

209.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[darrenhp's solution](#)

210.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[darrenhp's solution](#)

211.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2013-08-26 · last AC: 2013-08-27 · Python 2 (first AC) · Tags: greedy, implementation, sortings, strings
[darrenhp's solution](#)

212.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2013-07-20 · Python 2 (first AC) · Tags: brute force, implementation
[darrenhp's solution](#)

213.

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2013-01-28 · Python 2 (first AC) · Tags: brute force
[darrenhp's solution](#)

214.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,118 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[darrenhp's solution](#)

215.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,633 global accepts · Rating: 800 · first AC: 2013-01-22 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

216.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2013-01-20 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

217.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2013-01-16 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

218.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2012-11-25 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

219.

245A

[System Administrator](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

220.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,114 global accepts · Rating: 800 · first AC: 2012-10-21 · Python 2 (first AC) · Tags: brute force, implementation, strings
[darrenhp's solution](#)

221.

233A

[Perfect Permutation](#) · [Tutorial](#)

Quality: 49,155 global accepts · Rating: 800 · first AC: 2012-10-11 · Python 2 (first AC) · Tags: implementation, math
[darrenhp's solution](#)

222.

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2012-10-07 · Python 2 (first AC) · Tags: brute force, greedy
[darrenhp's solution](#)

223.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,842 global accepts · Rating: 800 · first AC: 2012-09-27 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

224.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,409 global accepts · Rating: 900 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[darrenhp's solution](#)

225.

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,449 global accepts · Rating: 900 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[darrenhp's solution](#)

226.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[darrenhp's solution](#)

227.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,000 global accepts · Rating: 900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[darrenhp's solution](#)

228.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[darrenhp's solution](#)

229.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[darrenhp's solution](#)

230.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules
[darrenhp's solution](#)

231.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[darrenhp's solution](#)

232.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[darrenhp's solution](#)

233.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[darrenhp's solution](#)

234.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[darrenhp's solution](#)

235.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[darrenhp's solution](#)

236.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[darrenhp's solution](#)

237.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[darrenhp's solution](#)

238.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[darrenhp's solution](#)

239.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

240.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[darrenhp's solution](#)

241.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, interactive

[darrenhp's solution](#)

242.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[darrenhp's solution](#)

243.

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,221 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

244.

1324A

[Yet Another Tetris Problem](#) · [Tutorial](#)

Quality: 27,314 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[darrenhp's solution](#)

245.

1238A

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Quality: 28,069 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

246.

199A

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Quality: 30,296 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[darrenhp's solution](#)

247.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[darrenhp's solution](#)

248.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[darrenhp's solution](#)

249.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[darrenhp's solution](#)

250.

1828B

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Quality: 39,326 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

251.

1945B

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Quality: 26,209 global accepts · Rating: 900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

252.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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253.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[darrenhp's solution](#)

254.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[darrenhp's solution](#)

255.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

256.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

257.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

258.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

259.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory
[darrenhp's solution](#)

260.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[darrenhp's solution](#)

261.

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

262.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

263.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[darrenhp's solution](#)

264.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[darrenhp's solution](#)

265.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[darrenhp's solution](#)

266.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[darrenhp's solution](#)

267.

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,248 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[darrenhp's solution](#)

268.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,376 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

269.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[darrenhp's solution](#)

270.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[darrenhp's solution](#)

271.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[darrenhp's solution](#)

272.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[darrenhp's solution](#)

273.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,600 global accepts · Rating: 900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[darrenhp's solution](#)

274.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,370 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

275.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[darrenhp's solution](#)

276.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

277.

1537B

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Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[darrenhp's solution](#)

278.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2013-12-29 · Python 2 (first AC) · Tags: implementation, math

[darrenhp's solution](#)

279.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · Python 2 (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

280.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-01-16 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[darrenhp's solution](#)

281.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

282.

2203B

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[darrenhp's solution](#)

283.

2192B

[Flipping Binary String](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[darrenhp's solution](#)

284.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[darrenhp's solution](#)

285.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,921 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[darrenhp's solution](#)

286.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[darrenhp's solution](#)

287.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[darrenhp's solution](#)

288.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[darrenhp's solution](#)

289.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1000 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[darrenhp's solution](#)

290.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[darrenhp's solution](#)

291.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[darrenhp's solution](#)

292.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

293.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

294.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

295.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[darrenhp's solution](#)

296.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[darrenhp's solution](#)

297.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[darrenhp's solution](#)

298.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

299.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[darrenhp's solution](#)

300.

2167D

[Yet Another Array Problem](#) · [Tutorial](#)

Quality: 30,220 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[darrenhp's solution](#)

301.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[darrenhp's solution](#)

302.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

303.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2025-09-25 · last AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[darrenhp's solution](#)

304.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

305.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

306.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory, sortings
[darrenhp's solution](#)

307.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[darrenhp's solution](#)

308.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

309.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

310.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[darrenhp's solution](#)

311.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[darrenhp's solution](#)

312.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings
[darrenhp's solution](#)

313.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[darrenhp's solution](#)

314.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[darrenhp's solution](#)

315.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[darrenhp's solution](#)

316.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[darrenhp's solution](#)

317.

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory
[darrenhp's solution](#)

318.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,994 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[darrenhp's solution](#)

319.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[darrenhp's solution](#)

320.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,072 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory
[darrenhp's solution](#)

321.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

322.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[darrenhp's solution](#)

323.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

324.

1858C

[Yet Another Permutation Problem](#) · [Tutorial](#)

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

325.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

326.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[darrenhp's solution](#)

327.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

328.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

329.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

330.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

331.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

[darrenhp's solution](#)

332.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

333.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, strings

[darrenhp's solution](#)

334.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[darrenhp's solution](#)

335.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[darrenhp's solution](#)

336.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,949 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[darrenhp's solution](#)

337.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[darrenhp's solution](#)

338.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms
[darrenhp's solution](#)

339.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[darrenhp's solution](#)

340.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, two pointers
[darrenhp's solution](#)

341.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[darrenhp's solution](#)

342.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[darrenhp's solution](#)

343.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[darrenhp's solution](#)

344.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2012-09-01 · last AC: 2021-06-19 · Python 2 (first AC) · Tags: math

[darrenhp's solution](#)

345.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · Python 2 (first AC) · Tags: implementation

[darrenhp's solution](#)

346.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2013-08-26 · Python 2 (first AC) · Tags: implementation

[darrenhp's solution](#)

347.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · Python 2 (first AC) · Tags: implementation, math

[darrenhp's solution](#)

348.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-01-28 · Python 2 (first AC) · Tags: implementation, math

[darrenhp's solution](#)

349.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

350.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++0x (first AC) · Tags: implementation

[darrenhp's solution](#)

351.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2012-08-31 · Python 2 (first AC) · Tags: implementation, math

[darrenhp's solution](#)

352.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[darrenhp's solution](#)

353.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[darrenhp's solution](#)

354.

2197B

[Array and Permutation](#) · [Tutorial](#)

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[darrenhp's solution](#)

355.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[darrenhp's solution](#)

356.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[darrenhp's solution](#)

357.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[darrenhp's solution](#)

358.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[darrenhp's solution](#)

359.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[darrenhp's solution](#)

360.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[darrenhp's solution](#)

361.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[darrenhp's solution](#)

362.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

363.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
[darrenhp's solution](#)

364.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[darrenhp's solution](#)

365.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[darrenhp's solution](#)

366.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[darrenhp's solution](#)

367.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[darrenhp's solution](#)

368.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[darrenhp's solution](#)

369.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

370.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[darrenhp's solution](#)

371.

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[darrenhp's solution](#)

372.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[darrenhp's solution](#)

373.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[darrenhp's solution](#)

374.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[darrenhp's solution](#)

375.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[darrenhp's solution](#)

376.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

377.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

378.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

379.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, sortings

[darrenhp's solution](#)

380.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[darrenhp's solution](#)

381.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory

[darrenhp's solution](#)

382.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

383.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

384.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory

[darrenhp's solution](#)

385.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

386.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

387.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[darrenhp's solution](#)

388.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

389.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

390.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

391.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

392.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[darrenhp's solution](#)

393.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[darrenhp's solution](#)

394.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[darrenhp's solution](#)

395.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

396.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[darrenhp's solution](#)

397.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
[darrenhp's solution](#)

398.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

399.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[darrenhp's solution](#)

400.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

401.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

402.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, number theory
[darrenhp's solution](#)

403.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory
[darrenhp's solution](#)

404.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, number theory
[darrenhp's solution](#)

405.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[darrenhp's solution](#)

406.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory
[darrenhp's solution](#)

407.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

408.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[darrenhp's solution](#)

409.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[darrenhp's solution](#)

410.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[darrenhp's solution](#)

411.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

412.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers
[darrenhp's solution](#)

413.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

414.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[darrenhp's solution](#)

415.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[darrenhp's solution](#)

416.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[darrenhp's solution](#)

417.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, strings

[darrenhp's solution](#)

418.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[darrenhp's solution](#)

419.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)

420.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[darrenhp's solution](#)

421.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

422.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[darrenhp's solution](#)

423.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[darrenhp's solution](#)

424.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[darrenhp's solution](#)

425.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

426.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[darrenhp's solution](#)

427.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[darrenhp's solution](#)

428.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[darrenhp's solution](#)

429.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[darrenhp's solution](#)

430.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[darrenhp's solution](#)

431.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[darrenhp's solution](#)

432.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[darrenhp's solution](#)

433.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, strings

[darrenhp's solution](#)

434.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[darrenhp's solution](#)

435.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[darrenhp's solution](#)

436.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[darrenhp's solution](#)

437.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[darrenhp's solution](#)

438.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[darrenhp's solution](#)

439.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · Python 2 (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

440.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2013-12-07 · Python 2 (first AC) · Tags: graphs, math, shortest paths
[darrenhp's solution](#)

441.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

442.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-21 · Python 2 (first AC) · Tags: brute force, implementation, math
[darrenhp's solution](#)

443.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · Python 2 (first AC) · Tags: greedy, implementation, sortings
[darrenhp's solution](#)

444.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · Python 2 (first AC) · Tags: implementation, strings
[darrenhp's solution](#)

445.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · Python 2 (first AC) · Tags: implementation, sortings
[darrenhp's solution](#)

446.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · Python 2 (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

447.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2012-09-24 · GNU C++0x (first AC) · Tags: implementation

[darrenhp's solution](#)

448.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-23 · Python 2 (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

449.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-17 · Python 2 (first AC) · Tags: greedy, math

[darrenhp's solution](#)

450.

2202B

[ABAB Construction](#) · [Tutorial](#)

Quality: 11,155 global accepts · Rating: 1200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[darrenhp's solution](#)

451.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[darrenhp's solution](#)

452.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[darrenhp's solution](#)

453.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[darrenhp's solution](#)

454.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[darrenhp's solution](#)

455.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[darrenhp's solution](#)

456.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[darrenhp's solution](#)

457.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, schedules

[darrenhp's solution](#)

458.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[darrenhp's solution](#)

459.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[darrenhp's solution](#)

460.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, implementation

[darrenhp's solution](#)

461.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

462.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, sortings

[darrenhp's solution](#)

463.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

464.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[darrenhp's solution](#)

465.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[darrenhp's solution](#)

466.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-04 · last AC: 2025-11-15 · Python 2 (first AC) · Tags: brute force, dp, implementation

[darrenhp's solution](#)

467.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[darrenhp's solution](#)

468.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[darrenhp's solution](#)

469.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[darrenhp's solution](#)

470.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[darrenhp's solution](#)

471.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[darrenhp's solution](#)

472.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[darrenhp's solution](#)

473.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, number theory

[darrenhp's solution](#)

474.

361B

[Levko and Permutation](#) · [Tutorial](#)

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

475.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

476.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

477.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[darrenhp's solution](#)

478.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

479.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

480.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

481.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

482.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

483.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

484.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

485.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

486.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[darrenhp's solution](#)

487.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[darrenhp's solution](#)

488.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2025-10-08 · last AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

489.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

490.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,489 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[darrenhp's solution](#)

491.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

492.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[darrenhp's solution](#)

493.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

494.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[darrenhp's solution](#)

495.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[darrenhp's solution](#)

496.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

497.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[darrenhp's solution](#)

498.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[darrenhp's solution](#)

499.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[darrenhp's solution](#)

500.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[darrenhp's solution](#)

501.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[darrenhp's solution](#)

502.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[darrenhp's solution](#)

503.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[darrenhp's solution](#)

504.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[darrenhp's solution](#)

505.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

506.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[darrenhp's solution](#)

507.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[darrenhp's solution](#)

508.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[darrenhp's solution](#)

509.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[darrenhp's solution](#)

510.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[darrenhp's solution](#)

511.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

512.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

513.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

514.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[darrenhp's solution](#)

515.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[darrenhp's solution](#)

516.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[darrenhp's solution](#)

517.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

implementation

[darrenhp's solution](#)

518.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[darrenhp's solution](#)

519.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[darrenhp's solution](#)

520.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[darrenhp's solution](#)

521.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,572 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[darrenhp's solution](#)

522.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[darrenhp's solution](#)

523.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[darrenhp's solution](#)

524.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[darrenhp's solution](#)

525.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[darrenhp's solution](#)

526.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[darrenhp's solution](#)

527.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation, sortings

[darrenhp's solution](#)

528.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing, strings

[darrenhp's solution](#)

529.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math

[darrenhp's solution](#)

530.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

531.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darrenhp's solution](#)

532.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[darrenhp's solution](#)

533.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · Python 2 (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

534.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-02 · Python 2 (first AC) · Tags: brute force, greedy, implementation

[darrenhp's solution](#)

535.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · Python 2 (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

536.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-01 · Python 2 (first AC) · Tags: math

[darrenhp's solution](#)

537.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++0x (first AC) · Tags: math

[darrenhp's solution](#)

538.

265C

[Escape from Stones](#) · [Tutorial](#)

Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

539.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[darrenhp's solution](#)

540.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-04 · Python 2 (first AC) · Tags: greedy, implementation, math

[darrenhp's solution](#)

541.

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,504 global accepts · Rating: 1300 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[darrenhp's solution](#)

542.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[darrenhp's solution](#)

543.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[darrenhp's solution](#)

544.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[darrenhp's solution](#)

545.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[darrenhp's solution](#)

546.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

547.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[darrenhp's solution](#)

548.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[darrenhp's solution](#)

549.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[darrenhp's solution](#)

550.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

551.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[darrenhp's solution](#)

552.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[darrenhp's solution](#)

553.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[darrenhp's solution](#)

554.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[darrenhp's solution](#)

555.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[darrenhp's solution](#)

556.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[darrenhp's solution](#)

557.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[darrenhp's solution](#)

558.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[darrenhp's solution](#)

559.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive

[darrenhp's solution](#)

560.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[darrenhp's solution](#)

561.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[darrenhp's solution](#)

562.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

563.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

564.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[darrenhp's solution](#)

565.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

566.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

567.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

568.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

569.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[darrenhp's solution](#)

570.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[darrenhp's solution](#)

571.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

572.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

573.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

574.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

575.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[darrenhp's solution](#)

576.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

577.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

578.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

579.

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[darrenhp's solution](#)

580.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[darrenhp's solution](#)

581.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

582.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[darrenhp's solution](#)

583.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

584.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

585.

870C

[Maximum splitting](#) · [Tutorial](#)

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[darrenhp's solution](#)

586.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[darrenhp's solution](#)

587.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

588.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

589.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[darrenhp's solution](#)

590.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

591.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, number theory

[darrenhp's solution](#)

592.

123A

[Prime Permutation](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory, strings

[darrenhp's solution](#)

593.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[darrenhp's solution](#)

594.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[darrenhp's solution](#)

595.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[darrenhp's solution](#)

596.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[darrenhp's solution](#)

597.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[darrenhp's solution](#)

598.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[darrenhp's solution](#)

599.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[darrenhp's solution](#)

600.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[darrenhp's solution](#)

601.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

602.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[darrenhp's solution](#)

603.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

604.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[darrenhp's solution](#)

605.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics

[darrenhp's solution](#)

606.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

607.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, strings

[darrenhp's solution](#)

608.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation

[darrenhp's solution](#)

609.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

610.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[darrenhp's solution](#)

611.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[darrenhp's solution](#)

612.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[darrenhp's solution](#)

613.

1326C

[Permutation Partitions](#) · [Tutorial](#)

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[darrenhp's solution](#)

614.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[darrenhp's solution](#)

615.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

616.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · last AC: 2025-08-15 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers
[darrenhp's solution](#)

617.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
[darrenhp's solution](#)

618.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[darrenhp's solution](#)

619.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[darrenhp's solution](#)

620.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[darrenhp's solution](#)

621.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[darrenhp's solution](#)

622.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[darrenhp's solution](#)

623.

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[darrenhp's solution](#)

624.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[darrenhp's solution](#)

625.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[darrenhp's solution](#)

626.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[darrenhp's solution](#)

627.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[darrenhp's solution](#)

628.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[darrenhp's solution](#)

629.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[darrenhp's solution](#)

630.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[darrenhp's solution](#)

631.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[darrenhp's solution](#)

632.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[darrenhp's solution](#)

633.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[darrenhp's solution](#)

634.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[darrenhp's solution](#)

635.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[darrenhp's solution](#)

636.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[darrenhp's solution](#)

637.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)

638.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

639.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[darrenhp's solution](#)

640.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

641.

1601A

[Array Elimination](#) · [Tutorial](#)

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, number theory

[darrenhp's solution](#)

642.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[darrenhp's solution](#)

643.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[darrenhp's solution](#)

644.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[darrenhp's solution](#)

645.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[darrenhp's solution](#)

646.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

647.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[darrenhp's solution](#)

648.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

[darrenhp's solution](#)

649.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[darrenhp's solution](#)

650.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation

[darrenhp's solution](#)

651.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[darrenhp's solution](#)

652.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

653.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[darrenhp's solution](#)

654.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[darrenhp's solution](#)

655.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[darrenhp's solution](#)

656.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2013-12-29 · Python 2 (first AC) · Tags: implementation

[darrenhp's solution](#)

657.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2013-12-07 · Python 2 (first AC) · Tags: implementation

[darrenhp's solution](#)

658.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2013-09-21 · Python 2 (first AC) · Tags: constructive algorithms, implementation, sortings

[darrenhp's solution](#)

659.

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2013-07-20 · Python 2 (first AC) · Tags: constructive algorithms, graphs
[darrenhp's solution](#)

660.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2013-01-08 · Python 2 (first AC) · Tags: games, greedy, implementation
[darrenhp's solution](#)

661.

239C

[Not Wool Sequences](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-11-04 · Python 2 (first AC) · Tags: combinatorics, constructive algorithms, math
[darrenhp's solution](#)

662.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-24 · Python 2 (first AC) · Tags: geometry
[darrenhp's solution](#)

663.

221C

[Little Elephant and Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-08-31 · Python 2 (first AC) · Tags: sortings
[darrenhp's solution](#)

664.

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · Python 2 (first AC) · Tags: implementation
[darrenhp's solution](#)

665.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1300 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: brute force, math
[darrenhp's solution](#)

666.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: brute force, dp
[darrenhp's solution](#)

667.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[darrenhp's solution](#)

668.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[darrenhp's solution](#)

669.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, dp, greedy, strings, two pointers

[darrenhp's solution](#)

670.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[darrenhp's solution](#)

671.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[darrenhp's solution](#)

672.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[darrenhp's solution](#)

673.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[darrenhp's solution](#)

674.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[darrenhp's solution](#)

675.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darrenhp's solution](#)

676.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

677.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, matrices

[darrenhp's solution](#)

678.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[darrenhp's solution](#)

679.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

dsu, greedy, implementation, trees

[darrenhp's solution](#)

680.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[darrenhp's solution](#)

681.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[darrenhp's solution](#)

682.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[darrenhp's solution](#)

683.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[darrenhp's solution](#)

684.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[darrenhp's solution](#)

685.

2162D

[Beautiful Permutation](#) · [Tutorial](#)

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[darrenhp's solution](#)

686.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[darrenhp's solution](#)

687.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[darrenhp's solution](#)

688.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[darrenhp's solution](#)

689.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[darrenhp's solution](#)

690.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[darrenhp's solution](#)

691.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

692.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

693.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[darrenhp's solution](#)

694.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

695.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

696.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

697.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

698.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

699.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

700.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[darrenhp's solution](#)

701.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

702.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[darrenhp's solution](#)

703.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[darrenhp's solution](#)

704.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[darrenhp's solution](#)

705.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[darrenhp's solution](#)

706.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[darrenhp's solution](#)

707.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

708.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

709.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[darrenhp's solution](#)

710.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

711.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

712.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

713.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[darrenhp's solution](#)

714.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

715.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[darrenhp's solution](#)

716.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

717.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

718.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[darrenhp's solution](#)

719.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

720.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

721.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[darrenhp's solution](#)

722.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[darrenhp's solution](#)

723.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[darrenhp's solution](#)

724.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

725.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[darrenhp's solution](#)

726.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[darrenhp's solution](#)

727.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, implementation, math

[darrenhp's solution](#)

728.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

729.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[darrenhp's solution](#)

730.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math

[darrenhp's solution](#)

731.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

732.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

733.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation
[darrenhp's solution](#)

734.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2025-07-30 · last AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[darrenhp's solution](#)

735.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[darrenhp's solution](#)

736.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[darrenhp's solution](#)

737.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[darrenhp's solution](#)

738.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[darrenhp's solution](#)

739.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[darrenhp's solution](#)

740.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[darrenhp's solution](#)

741.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[darrenhp's solution](#)

742.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[darrenhp's solution](#)

743.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar
[darrenhp's solution](#)

744.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation
[darrenhp's solution](#)

745.

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[darrenhp's solution](#)

746.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[darrenhp's solution](#)

747.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, number theory
[darrenhp's solution](#)

748.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy
[darrenhp's solution](#)

749.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[darrenhp's solution](#)

750.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[darrenhp's solution](#)

751.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, math

[darrenhp's solution](#)

752.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[darrenhp's solution](#)

753.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)

754.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[darrenhp's solution](#)

755.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

756.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[darrenhp's solution](#)

757.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[darrenhp's solution](#)

758.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)

759.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[darrenhp's solution](#)

760.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, strings

[darrenhp's solution](#)

761.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, math

[darrenhp's solution](#)

762.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[darrenhp's solution](#)

763.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[darrenhp's solution](#)

764.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[darrenhp's solution](#)

765.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[darrenhp's solution](#)

766.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Python 2 (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

767.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

768.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · Python 2 (first AC) · Tags: constructive algorithms, implementation, math

[darrenhp's solution](#)

769.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · Python 2 (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

770.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: math, number theory

[darrenhp's solution](#)

771.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · Python 2 (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

772.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-12 · last AC: 2012-10-12 · Python 2 (first AC) · Tags: binary search, brute force, math

[darrenhp's solution](#)

773.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2012-09-28 · GNU C++0x (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

774.

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-09-24 · Python 2 (first AC) · Tags: math

[darrenhp's solution](#)

775.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

776.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[darrenhp's solution](#)

777.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[darrenhp's solution](#)

778.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[darrenhp's solution](#)

779.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[darrenhp's solution](#)

780.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[darrenhp's solution](#)

781.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[darrenhp's solution](#)

782.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

783.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[darrenhp's solution](#)

784.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[darrenhp's solution](#)

785.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[darrenhp's solution](#)

786.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[darrenhp's solution](#)

787.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[darrenhp's solution](#)

788.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[darrenhp's solution](#)

789.

1999G1

[Ruler \(easy version\)](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[darrenhp's solution](#)

790.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[darrenhp's solution](#)

791.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

792.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, sortings
[darrenhp's solution](#)

793.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

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794.

1242A

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795.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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796.

1110C

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797.

1062B

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798.

1005D

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799.

891A

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Quality: 14,284 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
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800.

743C

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Quality: 13,404 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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801.

742B

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Quality: 10,061 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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802.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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803.

630K

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Quality: 6,339 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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804.

576A

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805.

566F

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Quality: 4,301 global accepts · Rating: 1500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
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806.

172D

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807.

460B

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808.

414A

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Quality: 10,565 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[darrenhp's solution](#)

809.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory
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810.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory
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811.

1673C

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Quality: 18,019 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[darrenhp's solution](#)

812.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[darrenhp's solution](#)

813.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

814.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[darrenhp's solution](#)

815.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[darrenhp's solution](#)

816.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings
[darrenhp's solution](#)

817.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

818.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory
[darrenhp's solution](#)

819.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[darrenhp's solution](#)

820.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[darrenhp's solution](#)

821.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2025-10-10 · Ada (first AC) · Tags: *special, probabilities

[darrenhp's solution](#)

822.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[darrenhp's solution](#)

823.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[darrenhp's solution](#)

824.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[darrenhp's solution](#)

825.

2149E

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Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[darrenhp's solution](#)

826.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[darrenhp's solution](#)

827.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[darrenhp's solution](#)

828.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[darrenhp's solution](#)

829.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2025-08-20 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[darrenhp's solution](#)

830.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

831.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[darrenhp's solution](#)

832.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

833.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[darrenhp's solution](#)

834.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

835.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[darrenhp's solution](#)

836.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[darrenhp's solution](#)

837.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[darrenhp's solution](#)

838.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

839.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[darrenhp's solution](#)

840.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[darrenhp's solution](#)

841.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[darrenhp's solution](#)

842.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

843.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[darrenhp's solution](#)

844.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp

[darrenhp's solution](#)

845.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[darrenhp's solution](#)

846.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[darrenhp's solution](#)

847.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

848.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

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849.

608B

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Quality: 7,464 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[darrenhp's solution](#)

850.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[darrenhp's solution](#)

851.

1996D

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[darrenhp's solution](#)

852.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

853.

2069C

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854.

2075C

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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[darrenhp's solution](#)

855.

114B

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856.

868C

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857.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[darrenhp's solution](#)

858.

224B

[Array](#) · [Tutorial](#)

Quality: 7,918 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, two pointers

[darrenhp's solution](#)

859.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[darrenhp's solution](#)

860.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[darrenhp's solution](#)

861.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[darrenhp's solution](#)

862.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[darrenhp's solution](#)

863.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

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864.

2057C

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[darrenhp's solution](#)

865.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[darrenhp's solution](#)

866.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

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867.

1630A

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Quality: 16,153 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)

868.

1646C

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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[darrenhp's solution](#)

869.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp

[darrenhp's solution](#)

870.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[darrenhp's solution](#)

871.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[darrenhp's solution](#)

872.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[darrenhp's solution](#)

873.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[darrenhp's solution](#)

874.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

[darrenhp's solution](#)

875.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, hashing, number theory

[darrenhp's solution](#)

876.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[darrenhp's solution](#)

877.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[darrenhp's solution](#)

878.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

879.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[darrenhp's solution](#)

880.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: data structures, implementation

[darrenhp's solution](#)

881.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · Python 2 (first AC) · Tags: brute force, strings
[darrenhp's solution](#)

882.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: data structures, dsu
[darrenhp's solution](#)

883.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · Python 2 (first AC) · Tags: brute force, greedy, math
[darrenhp's solution](#)

884.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++0x (first AC) · Tags: graphs
[darrenhp's solution](#)

885.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation
[darrenhp's solution](#)

886.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: binary search, data structures, dp
[darrenhp's solution](#)

887.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: binary search, data structures, dp
[darrenhp's solution](#)

888.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · Python 2 (first AC) · Tags: data structures, dp, implementation
[darrenhp's solution](#)

889.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: dfs and similar, implementation, shortest paths
[darrenhp's solution](#)

890.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-20 · Python 2 (first AC) · Tags: matrices
[darrenhp's solution](#)

891.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 1500 · first AC: 2013-07-14 · Python 2 (first AC) · Tags: greedy
[darrenhp's solution](#)

892.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2013-01-28 · Python 2 (first AC) · Tags: constructive algorithms, implementation
[darrenhp's solution](#)

893.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation
[darrenhp's solution](#)

894.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[darrenhp's solution](#)

895.

239B

[Easy Tape Programming](#) · [Tutorial](#)

Quality: 1,474 global accepts · Rating: 1500 · first AC: 2012-11-04 · Python 2 (first AC) · Tags: brute force, implementation
[darrenhp's solution](#)

896.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · Python 2 (first AC) · Tags: implementation, sortings
[darrenhp's solution](#)

897.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · Python 2 (first AC) · Tags: constructive algorithms, greedy
[darrenhp's solution](#)

898.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2012-09-02 · Python 2 (first AC) · Tags: hashing, implementation
[darrenhp's solution](#)

899.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: dfs and similar
[darrenhp's solution](#)

900.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: greedy
[darrenhp's solution](#)

901.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy, implementation
[darrenhp's solution](#)

902.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[darrenhp's solution](#)

903.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[darrenhp's solution](#)

904.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[darrenhp's solution](#)

905.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[darrenhp's solution](#)

906.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

907.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[darrenhp's solution](#)

908.

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules
[darrenhp's solution](#)

909.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[darrenhp's solution](#)

910.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[darrenhp's solution](#)

911.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, two pointers
[darrenhp's solution](#)

912.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees
[darrenhp's solution](#)

913.

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[darrenhp's solution](#)

914.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[darrenhp's solution](#)

915.

1407C

[Chocolate Bunny · Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[darrenhp's solution](#)

916.

2063C

[Remove Exactly Two · Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[darrenhp's solution](#)

917.

2167F

[Tree, TREE!!! · Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
[darrenhp's solution](#)

918.

2167E

[khba Loves to Sleep! · Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[darrenhp's solution](#)

919.

2167G

[Mukhammadali and the Smooth Array · Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[darrenhp's solution](#)

920.

154B

[Colliders · Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

921.

568A

[Primes or Palindromes? · Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[darrenhp's solution](#)

922.

353C

[Find Maximum · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
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923.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[darrenhp's solution](#)

924.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[darrenhp's solution](#)

925.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

926.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[darrenhp's solution](#)

927.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

928.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

929.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[darrenhp's solution](#)

930.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[darrenhp's solution](#)

931.

1025B

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[darrenhp's solution](#)

932.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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933.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

934.

1342C

[Yet Another Counting Problem](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

935.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, sortings
[darrenhp's solution](#)

936.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[darrenhp's solution](#)

937.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[darrenhp's solution](#)

938.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, two pointers
[darrenhp's solution](#)

939.

1458A

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Quality: 25,300 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

940.

1505B

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Quality: 6,523 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, number theory
[darrenhp's solution](#)

941.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
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942.

1603B

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Quality: 15,077 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[darrenhp's solution](#)

943.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

944.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

945.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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946.

1771C

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Quality: 11,599 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[darrenhp's solution](#)

947.

1920C

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Quality: 19,925 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

948.

1928C

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Quality: 10,359 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

949.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[darrenhp's solution](#)

950.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[darrenhp's solution](#)

951.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, implementation, number theory
[darrenhp's solution](#)

952.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory
[darrenhp's solution](#)

953.

71C

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Quality: 7,331 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

954.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[darrenhp's solution](#)

955.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, probabilities, strings

[darrenhp's solution](#)

956.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: probabilities

[darrenhp's solution](#)

957.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[darrenhp's solution](#)

958.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

959.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

960.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[darrenhp's solution](#)

961.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

962.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[darrenhp's solution](#)

963.

1305C

[Kuroki and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[darrenhp's solution](#)

964.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

965.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings
[darrenhp's solution](#)

966.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

967.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings
[darrenhp's solution](#)

968.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[darrenhp's solution](#)

969.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[darrenhp's solution](#)

970.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[darrenhp's solution](#)

971.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

972.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms
[darrenhp's solution](#)

973.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

974.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory

[darrenhp's solution](#)

975.

1957C

[How Does the Rook Move? · Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

976.

1985G

[D-Function · Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

977.

1996E

[Decode · Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[darrenhp's solution](#)

978.

2061C

[Kevin and Puzzle · Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[darrenhp's solution](#)

979.

1840E

[Character Blocking · Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[darrenhp's solution](#)

980.

1045I

[Palindrome Pairs · Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[darrenhp's solution](#)

981.

733D

[Kostya the Sculptor · Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[darrenhp's solution](#)

982.

1137B

[Camp Schedule · Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, strings

[darrenhp's solution](#)

983.

1849C

[Binary String Copying · Tutorial](#)

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[darrenhp's solution](#)

984.

1980E

[Permutation of Rows and Columns · Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[darrenhp's solution](#)

985.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math

[darrenhp's solution](#)

986.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, brute force, implementation

[darrenhp's solution](#)

987.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[darrenhp's solution](#)

988.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[darrenhp's solution](#)

989.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)

990.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[darrenhp's solution](#)

991.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)

992.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[darrenhp's solution](#)

993.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[darrenhp's solution](#)

994.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings

[darrenhp's solution](#)

995.

1658D1

[388535 \(Easy Version\) · Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[darrenhp's solution](#)

996.

2040C

[Ordered Permutations · Tutorial](#)

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[darrenhp's solution](#)

997.

2085C

[Serval and The Formula · Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[darrenhp's solution](#)

998.

1151B

[Dima and a Bad XOR · Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[darrenhp's solution](#)

999.

1703G

[Good Key, Bad Key · Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[darrenhp's solution](#)

1000.

1775C

[Interesting Sequence · Tutorial](#)

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[darrenhp's solution](#)

1001.

1567C

[Carrying Conundrum · Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[darrenhp's solution](#)

1002.

1632C

[Strange Test · Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[darrenhp's solution](#)

1003.

1395C

[Boboniu and Bit Operations · Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[darrenhp's solution](#)

1004.

2130D

[Stay or Mirror · Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[darrenhp's solution](#)

1005.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[darrenhp's solution](#)

1006.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[darrenhp's solution](#)

1007.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[darrenhp's solution](#)

1008.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1009.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[darrenhp's solution](#)

1010.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2012-09-01 · last AC: 2021-06-19 · Python 2 (first AC) · Tags: implementation, math

[darrenhp's solution](#)

1011.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[darrenhp's solution](#)

1012.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: greedy, math

[darrenhp's solution](#)

1013.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[darrenhp's solution](#)

1014.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[darrenhp's solution](#)

1015.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: implementation, math
[darrenhp's solution](#)

1016.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: data structures, greedy
[darrenhp's solution](#)

1017.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++0x (first AC) · Tags: binary search, brute force
[darrenhp's solution](#)

1018.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: dfs and similar
[darrenhp's solution](#)

1019.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: dp, implementation, sortings
[darrenhp's solution](#)

1020.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: math, number theory
[darrenhp's solution](#)

1021.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-25 · GNU C++0x (first AC) · Tags: math, number theory
[darrenhp's solution](#)

1022.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · last AC: 2013-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, implementation, sortings
[darrenhp's solution](#)

1023.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings, two pointers
[darrenhp's solution](#)

1024.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2013-11-29 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, trees
[darrenhp's solution](#)

1025.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[darrenhp's solution](#)

1026.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · Python 2 (first AC) · Tags: binary search, math, sortings
[darrenhp's solution](#)

1027.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Python 2 (first AC) · Tags: games, math, number theory
[darrenhp's solution](#)

1028.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2013-09-01 · Python 2 (first AC) · Tags: combinatorics, implementation, math
[darrenhp's solution](#)

1029.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · Python 2 (first AC) · Tags: math
[darrenhp's solution](#)

1030.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++0x (first AC) · Tags: bitmasks
[darrenhp's solution](#)

1031.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++0x (first AC) · Tags: binary search, number theory, two pointers
[darrenhp's solution](#)

1032.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
[darrenhp's solution](#)

1033.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · Python 2 (first AC) · Tags: brute force, geometry
[darrenhp's solution](#)

1034.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-23 · Python 2 (first AC) · Tags: binary search, greedy, number theory
[darrenhp's solution](#)

1035.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[darrenhp's solution](#)

1036.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[darrenhp's solution](#)

1037.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[darrenhp's solution](#)

1038.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[darrenhp's solution](#)

1039.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[darrenhp's solution](#)

1040.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[darrenhp's solution](#)

1041.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darrenhp's solution](#)

1042.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[darrenhp's solution](#)

1043.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[darrenhp's solution](#)

1044.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[darrenhp's solution](#)

1045.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[darrenhp's solution](#)

1046.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[darrenhp's solution](#)

1047.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[darrenhp's solution](#)

1048.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darrenhp's solution](#)

1049.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[darrenhp's solution](#)

1050.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[darrenhp's solution](#)

1051.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[darrenhp's solution](#)

1052.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[darrenhp's solution](#)

1053.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

1054.

2089A

[Simple Permutation](#) · [Tutorial](#)

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[darrenhp's solution](#)

1055.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1056.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number

theory, shortest paths

[darrenhp's solution](#)

1057.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[darrenhp's solution](#)

1058.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[darrenhp's solution](#)

1059.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1060.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[darrenhp's solution](#)

1061.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1062.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[darrenhp's solution](#)

1063.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[darrenhp's solution](#)

1064.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

1065.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[darrenhp's solution](#)

1066.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings

[darrenhp's solution](#)

1067.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[darrenhp's solution](#)

1068.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

1069.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[darrenhp's solution](#)

1070.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[darrenhp's solution](#)

1071.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[darrenhp's solution](#)

1072.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

1073.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[darrenhp's solution](#)

1074.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[darrenhp's solution](#)

1075.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[darrenhp's solution](#)

1076.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings

[darrenhp's solution](#)

1077.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1078.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[darrenhp's solution](#)

1079.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[darrenhp's solution](#)

1080.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[darrenhp's solution](#)

1081.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[darrenhp's solution](#)

1082.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[darrenhp's solution](#)

1083.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[darrenhp's solution](#)

1084.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[darrenhp's solution](#)

1085.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

1086.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[darrenhp's solution](#)

1087.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities
[darrenhp's solution](#)

1088.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, probabilities, trees
[darrenhp's solution](#)

1089.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[darrenhp's solution](#)

1090.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[darrenhp's solution](#)

1091.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[darrenhp's solution](#)

1092.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[darrenhp's solution](#)

1093.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[darrenhp's solution](#)

1094.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[darrenhp's solution](#)

1095.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[darrenhp's solution](#)

1096.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

1097.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1098.

929C

[A POC for AC, 2C O C > CÄ0CÖ4C](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, math
[darrenhp's solution](#)

1099.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[darrenhp's solution](#)

1100.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1101.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings
[darrenhp's solution](#)

1102.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1103.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[darrenhp's solution](#)

1104.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[darrenhp's solution](#)

1105.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, sortings
[darrenhp's solution](#)

1106.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory,

probabilities

[darrenhp's solution](#)

1107.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1108.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[darrenhp's solution](#)

1109.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[darrenhp's solution](#)

1110.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[darrenhp's solution](#)

1111.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[darrenhp's solution](#)

1112.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

1113.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[darrenhp's solution](#)

1114.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[darrenhp's solution](#)

1115.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[darrenhp's solution](#)

1116.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

1117.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[darrenhp's solution](#)

1118.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[darrenhp's solution](#)

1119.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2025-08-17 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[darrenhp's solution](#)

1120.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, implementation

[darrenhp's solution](#)

1121.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[darrenhp's solution](#)

1122.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, number theory

[darrenhp's solution](#)

1123.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[darrenhp's solution](#)

1124.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[darrenhp's solution](#)

1125.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[darrenhp's solution](#)

1126.

960C

[Subsequence Counting](#) · [Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[darrenhp's solution](#)

1127.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,701 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[darrenhp's solution](#)

1128.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[darrenhp's solution](#)

1129.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[darrenhp's solution](#)

1130.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[darrenhp's solution](#)

1131.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[darrenhp's solution](#)

1132.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[darrenhp's solution](#)

1133.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[darrenhp's solution](#)

1134.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math
[darrenhp's solution](#)

1135.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2025-08-05 · Kotlin 1.9 (first AC) · Tags: *special, bitmasks, dp, greedy
[darrenhp's solution](#)

1136.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks,

combinatorics, constructive algorithms, fft, math, number theory

[darrenhp's solution](#)

1137.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[darrenhp's solution](#)

1138.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[darrenhp's solution](#)

1139.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[darrenhp's solution](#)

1140.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[darrenhp's solution](#)

1141.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[darrenhp's solution](#)

1142.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs

[darrenhp's solution](#)

1143.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[darrenhp's solution](#)

1144.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

1145.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[darrenhp's solution](#)

1146.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[darrenhp's solution](#)**1147.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[darrenhp's solution](#)**1148.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[darrenhp's solution](#)**1149.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[darrenhp's solution](#)**1150.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[darrenhp's solution](#)**1151.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[darrenhp's solution](#)**1152.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[darrenhp's solution](#)**1153.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math

[darrenhp's solution](#)**1154.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[darrenhp's solution](#)**1155.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix

structures, strings, two pointers

[darrenhp's solution](#)

1156.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[darrenhp's solution](#)

1157.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[darrenhp's solution](#)

1158.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · last AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[darrenhp's solution](#)

1159.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[darrenhp's solution](#)

1160.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[darrenhp's solution](#)

1161.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

1162.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: implementation, sortings

[darrenhp's solution](#)

1163.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2013-08-28 · GNU C++0x (first AC) · Tags: data structures, trees

[darrenhp's solution](#)

1164.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[darrenhp's solution](#)

1165.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2013-07-04 · last AC: 2013-07-05 · GNU C++0x (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1166.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · Python 2 (first AC) · Tags: greedy

[darrenhp's solution](#)

1167.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-23 · GNU C++0x (first AC) · Tags: dp, matrices

[darrenhp's solution](#)

1168.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-04-25 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

1169.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[darrenhp's solution](#)

1170.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[darrenhp's solution](#)

1171.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[darrenhp's solution](#)

1172.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[darrenhp's solution](#)

1173.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[darrenhp's solution](#)

1174.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[darrenhp's solution](#)

1175.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[darrenhp's solution](#)

1176.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[darrenhp's solution](#)

1177.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[darrenhp's solution](#)

1178.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[darrenhp's solution](#)

1179.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[darrenhp's solution](#)

1180.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[darrenhp's solution](#)

1181.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, sortings

[darrenhp's solution](#)

1182.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[darrenhp's solution](#)

1183.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[darrenhp's solution](#)

1184.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[darrenhp's solution](#)

1185.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities
[darrenhp's solution](#)

1186.

482B

[Interesting Array](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, trees

[darrenhp's solution](#)

1187.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[darrenhp's solution](#)

1188.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[darrenhp's solution](#)

1189.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, greedy

[darrenhp's solution](#)

1190.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[darrenhp's solution](#)

1191.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[darrenhp's solution](#)

1192.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[darrenhp's solution](#)

1193.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[darrenhp's solution](#)

1194.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[darrenhp's solution](#)

1195.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[darrenhp's solution](#)

1196.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[darrenhp's solution](#)

1197.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1198.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[darrenhp's solution](#)

1199.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

1200.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[darrenhp's solution](#)

1201.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[darrenhp's solution](#)

1202.

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory

[darrenhp's solution](#)

1203.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[darrenhp's solution](#)

1204.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[darrenhp's solution](#)

1205.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

1206.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[darrenhp's solution](#)

1207.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

1208.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[darrenhp's solution](#)

1209.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[darrenhp's solution](#)

1210.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[darrenhp's solution](#)

1211.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[darrenhp's solution](#)

1212.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math, number theory
[darrenhp's solution](#)

1213.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[darrenhp's solution](#)

1214.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[darrenhp's solution](#)

1215.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[darrenhp's solution](#)

1216.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

[darrenhp's solution](#)

1217.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1218.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[darrenhp's solution](#)

1219.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[darrenhp's solution](#)

1220.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[darrenhp's solution](#)

1221.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1222.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[darrenhp's solution](#)

1223.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[darrenhp's solution](#)

1224.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2025-10-24 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[darrenhp's solution](#)

1225.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[darrenhp's solution](#)

1226.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1227.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[darrenhp's solution](#)

1228.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[darrenhp's solution](#)

1229.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1230.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[darrenhp's solution](#)

1231.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[darrenhp's solution](#)

1232.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[darrenhp's solution](#)

1233.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[darrenhp's solution](#)

1234.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[darrenhp's solution](#)

1235.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[darrenhp's solution](#)

1236.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[darrenhp's solution](#)

1237.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[darrenhp's solution](#)

1238.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

1239.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[darrenhp's solution](#)

1240.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[darrenhp's solution](#)

1241.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[darrenhp's solution](#)

1242.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[darrenhp's solution](#)

1243.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1244.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[darrenhp's solution](#)

1245.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[darrenhp's solution](#)

1246.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[darrenhp's solution](#)

1247.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

[darrenhp's solution](#)

1248.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[darrenhp's solution](#)

1249.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

1250.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[darrenhp's solution](#)

1251.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1252.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[darrenhp's solution](#)

1253.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

1254.

300C

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[darrenhp's solution](#)

1255.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[darrenhp's solution](#)

1256.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[darrenhp's solution](#)

1257.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[darrenhp's solution](#)

1258.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings, two pointers

[darrenhp's solution](#)

1259.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[darrenhp's solution](#)

1260.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

1261.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[darrenhp's solution](#)

1262.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation

[darrenhp's solution](#)

1263.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[darrenhp's solution](#)

1264.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[darrenhp's solution](#)

1265.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, strings

[darrenhp's solution](#)

1266.

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[darrenhp's solution](#)

1267.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math

[darrenhp's solution](#)

1268.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[darrenhp's solution](#)

1269.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[darrenhp's solution](#)

1270.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[darrenhp's solution](#)

1271.

1582F1

[Korneyevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[darrenhp's solution](#)

1272.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, math

[darrenhp's solution](#)

1273.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[darrenhp's solution](#)

1274.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[darrenhp's solution](#)

1275.

1862F

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Quality: 7,620 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp

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1276.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[darrenhp's solution](#)

1277.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
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1278.

1979D

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Quality: 7,854 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
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1279.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
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1280.

1491D

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Quality: 8,287 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[darrenhp's solution](#)

1281.

1556D

[Take a Guess](#) · [Tutorial](#)

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1282.

1466E

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1283.

1922E

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Quality: 9,090 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
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1284.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[darrenhp's solution](#)

1285.

888E

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Quality: 9,202 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[darrenhp's solution](#)

1286.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[darrenhp's solution](#)

1287.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[darrenhp's solution](#)

1288.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[darrenhp's solution](#)

1289.

471D

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Quality: 10,277 global accepts · Rating: 1800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[darrenhp's solution](#)

1290.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[darrenhp's solution](#)

1291.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[darrenhp's solution](#)

1292.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, sortings

[darrenhp's solution](#)

1293.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2013-08-10 · last AC: 2013-08-10 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation, number theory

[darrenhp's solution](#)

1294.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2013-07-14 · Python 2 (first AC) · Tags: implementation

[darrenhp's solution](#)

1295.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · Python 2 (first AC) · Tags: brute force, geometry, math

[darrenhp's solution](#)

1296.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-17 · Python 2 (first AC) · Tags: binary search, brute force, math

[darrenhp's solution](#)

1297.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: greedy, strings

[darrenhp's solution](#)

1298.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math

[darrenhp's solution](#)

1299.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-11 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[darrenhp's solution](#)

1300.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-17 · Python 2 (first AC) · Tags: geometry

[darrenhp's solution](#)

1301.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: dp, shortest paths

[darrenhp's solution](#)

1302.

189D

[AlgoRace](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: dp, shortest paths

[darrenhp's solution](#)

1303.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[darrenhp's solution](#)

1304.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[darrenhp's solution](#)

1305.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[darrenhp's solution](#)

1306.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[darrenhp's solution](#)

1307.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[darrenhp's solution](#)

1308.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[darrenhp's solution](#)

1309.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[darrenhp's solution](#)

1310.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[darrenhp's solution](#)

1311.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[darrenhp's solution](#)

1312.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[darrenhp's solution](#)

1313.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[darrenhp's solution](#)

1314.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[darrenhp's solution](#)

1315.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[darrenhp's solution](#)

1316.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, two pointers

[darrenhp's solution](#)

1317.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, greedy

[darrenhp's solution](#)

1318.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[darrenhp's solution](#)

1319.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[darrenhp's solution](#)

1320.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[darrenhp's solution](#)

1321.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[darrenhp's solution](#)

1322.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[darrenhp's solution](#)

1323.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[darrenhp's solution](#)

1324.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[darrenhp's solution](#)

1325.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[darrenhp's solution](#)

1326.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[darrenhp's solution](#)

1327.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1328.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1329.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory, strings

[darrenhp's solution](#)

1330.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[darrenhp's solution](#)

1331.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1332.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[darrenhp's solution](#)

1333.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[darrenhp's solution](#)

1334.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[darrenhp's solution](#)

1335.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[darrenhp's solution](#)

1336.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[darrenhp's solution](#)

1337.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[darrenhp's solution](#)

1338.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[darrenhp's solution](#)

1339.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

1340.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[darrenhp's solution](#)

1341.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[darrenhp's solution](#)

1342.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[darrenhp's solution](#)

1343.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darrenhp's solution](#)

1344.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[darrenhp's solution](#)

1345.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[darrenhp's solution](#)

1346.

279E

[Beautiful Decomposition](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, number theory
[darrenhp's solution](#)

1347.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, number theory

[darrenhp's solution](#)

1348.

111B

[Petya and Divisors](#) · [Tutorial](#)

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[darrenhp's solution](#)

1349.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, sortings

[darrenhp's solution](#)

1350.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[darrenhp's solution](#)

1351.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[darrenhp's solution](#)

1352.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1353.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[darrenhp's solution](#)

1354.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[darrenhp's solution](#)

1355.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

1356.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1357.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[darrenhp's solution](#)

1358.

121C

[Lucky Permutation](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory
[darrenhp's solution](#)

1359.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[darrenhp's solution](#)

1360.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[darrenhp's solution](#)

1361.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[darrenhp's solution](#)

1362.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[darrenhp's solution](#)

1363.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory
[darrenhp's solution](#)

1364.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
[darrenhp's solution](#)

1365.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[darrenhp's solution](#)

1366.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math
[darrenhp's solution](#)

1367.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[darrenhp's solution](#)

1368.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[darrenhp's solution](#)

1369.

1777D

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1370.

1181C

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1371.

1673D

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1372.

351B

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Quality: 2,724 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

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1373.

1794D

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1374.

353B

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1375.

553B

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1376.

1648C

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1377.

1929D

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[darrenhp's solution](#)

1378.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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1379.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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1380.

1749D

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1381.

1238D

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1382.

1444B

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1383.

2138B

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1384.

2137F

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[darrenhp's solution](#)

1385.

213B

[Numbers](#) · Tutorial

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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1386.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

trees

[darrenhp's solution](#)

1387.

1925D

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Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[darrenhp's solution](#)

1388.

1371E1

[Asterism \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[darrenhp's solution](#)

1389.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[darrenhp's solution](#)

1390.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1391.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[darrenhp's solution](#)

1392.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[darrenhp's solution](#)

1393.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1394.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[darrenhp's solution](#)

1395.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[darrenhp's solution](#)

1396.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[darrenhp's solution](#)

1397.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[darrenhp's solution](#)

1398.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, trees

[darrenhp's solution](#)

1399.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[darrenhp's solution](#)

1400.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[darrenhp's solution](#)

1401.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[darrenhp's solution](#)

1402.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[darrenhp's solution](#)

1403.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[darrenhp's solution](#)

1404.

2128E1

[Submedians \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[darrenhp's solution](#)

1405.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[darrenhp's solution](#)

1406.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy,

hashing, string suffix structures, strings

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1407.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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1408.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[darrenhp's solution](#)

1409.

1627D

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Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[darrenhp's solution](#)

1410.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings

[darrenhp's solution](#)

1411.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · last AC: 2013-11-26 · GNU C++0x (first AC) · Tags: binary search, data structures

[darrenhp's solution](#)

1412.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++0x (first AC) · Tags: dp

[darrenhp's solution](#)

1413.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: implementation, math

[darrenhp's solution](#)

1414.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-10 · Python 2 (first AC) · Tags: math

[darrenhp's solution](#)

1415.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-05 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[darrenhp's solution](#)

1416.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-28 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[darrenhp's solution](#)

1417.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-26 · GNU C++0x (first AC) · Tags: greedy
[darrenhp's solution](#)

1418.

227D

[Naughty Stone Piles](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-26 · last AC: 2012-09-26 · GNU C++0x (first AC) · Tags: math, sortings
[darrenhp's solution](#)

1419.

190D

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Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: two pointers
[darrenhp's solution](#)

1420.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[darrenhp's solution](#)

1421.

2195F

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Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings
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1422.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
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1423.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1424.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
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1425.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-11-29 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[darrenhp's solution](#)

1426.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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1427.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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1428.

453B

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Quality: 5,403 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

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1429.

446B

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1430.

449B

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Quality: 10,598 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

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1431.

461B

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[darrenhp's solution](#)

1432.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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1433.

2171G

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Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[darrenhp's solution](#)

1434.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[darrenhp's solution](#)

1435.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[darrenhp's solution](#)

1436.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[darrenhp's solution](#)

1437.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[darrenhp's solution](#)

1438.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, schedules

[darrenhp's solution](#)

1439.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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1440.

478D

[Red-Green Towers](#) · [Tutorial](#)

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[darrenhp's solution](#)

1441.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[darrenhp's solution](#)

1442.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[darrenhp's solution](#)

1443.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

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1444.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[darrenhp's solution](#)

1445.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[darrenhp's solution](#)

1446.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, number theory

[darrenhp's solution](#)

1447.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[darrenhp's solution](#)

1448.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[darrenhp's solution](#)

1449.

2045B

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Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1450.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[darrenhp's solution](#)

1451.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, trees

[darrenhp's solution](#)

1452.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[darrenhp's solution](#)

1453.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1454.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[darrenhp's solution](#)

1455.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[darrenhp's solution](#)

1456.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[darrenhp's solution](#)

1457.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[darrenhp's solution](#)

1458.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[darrenhp's solution](#)

1459.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[darrenhp's solution](#)

1460.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[darrenhp's solution](#)

1461.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1462.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[darrenhp's solution](#)

1463.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[darrenhp's solution](#)

1464.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

1465.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

1466.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[darrenhp's solution](#)

1467.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[darrenhp's solution](#)

1468.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1469.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[darrenhp's solution](#)

1470.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2025-09-16 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[darrenhp's solution](#)

1471.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

1472.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[darrenhp's solution](#)

1473.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[darrenhp's solution](#)

1474.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[darrenhp's solution](#)

1475.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[darrenhp's solution](#)

1476.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[darrenhp's solution](#)

1477.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[darrenhp's solution](#)

1478.

176C

[Playing with Superglue](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms
[darrenhp's solution](#)

1479.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math
[darrenhp's solution](#)

1480.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[darrenhp's solution](#)

1481.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[darrenhp's solution](#)

1482.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[darrenhp's solution](#)

1483.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[darrenhp's solution](#)

1484.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[darrenhp's solution](#)

1485.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[darrenhp's solution](#)

1486.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
[darrenhp's solution](#)

1487.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[darrenhp's solution](#)

1488.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[darrenhp's solution](#)

1489.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[darrenhp's solution](#)

1490.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

1491.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[darrenhp's solution](#)

1492.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[darrenhp's solution](#)

1493.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[darrenhp's solution](#)

1494.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[darrenhp's solution](#)

1495.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[darrenhp's solution](#)

1496.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[darrenhp's solution](#)

1497.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[darrenhp's solution](#)

1498.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[darrenhp's solution](#)

1499.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[darrenhp's solution](#)

1500.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[darrenhp's solution](#)

1501.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[darrenhp's solution](#)

1502.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[darrenhp's solution](#)

1503.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[darrenhp's solution](#)

1504.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp

[darrenhp's solution](#)

1505.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[darrenhp's solution](#)

1506.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[darrenhp's solution](#)

1507.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[darrenhp's solution](#)

1508.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[darrenhp's solution](#)

1509.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[darrenhp's solution](#)

1510.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: games, greedy, sortings

[darrenhp's solution](#)

1511.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[darrenhp's solution](#)

1512.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: binary search, math

[darrenhp's solution](#)

1513.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: graphs, greedy, sortings

[darrenhp's solution](#)

1514.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2013-11-25 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[darrenhp's solution](#)

1515.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2013-09-21 · GNU C++0x (first AC) · Tags: dp, strings

[darrenhp's solution](#)

1516.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2013-09-01 · GNU C++ (first AC) · Tags: combinatorics, math

[darrenhp's solution](#)

1517.

341C

[lahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

1518.

251C

[Number Transformation](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[darrenhp's solution](#)

1519.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2012-11-25 · Python 2 (first AC) · Tags: binary search, geometry

[darrenhp's solution](#)

1520.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2012-11-12 · GNU C++ (first AC) · Tags: bitmasks, data structures

[darrenhp's solution](#)

1521.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: binary search, shortest paths

[darrenhp's solution](#)

1522.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[darrenhp's solution](#)

1523.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

1524.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[darrenhp's solution](#)

1525.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[darrenhp's solution](#)

1526.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

1527.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[darrenhp's solution](#)

1528.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, math

[darrenhp's solution](#)

1529.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[darrenhp's solution](#)

1530.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[darrenhp's solution](#)

1531.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[darrenhp's solution](#)

1532.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[darrenhp's solution](#)

1533.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[darrenhp's solution](#)

1534.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[darrenhp's solution](#)

1535.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[darrenhp's solution](#)

1536.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[darrenhp's solution](#)

1537.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[darrenhp's solution](#)

1538.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[darrenhp's solution](#)

1539.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[darrenhp's solution](#)

1540.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[darrenhp's solution](#)

1541.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[darrenhp's solution](#)

1542.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[darrenhp's solution](#)

1543.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[darrenhp's solution](#)

1544.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[darrenhp's solution](#)

1545.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[darrenhp's solution](#)

1546.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

1547.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[darrenhp's solution](#)

1548.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory

[darrenhp's solution](#)

1549.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[darrenhp's solution](#)

1550.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[darrenhp's solution](#)

1551.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[darrenhp's solution](#)

1552.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[darrenhp's solution](#)

1553.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[darrenhp's solution](#)

1554.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

1555.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory

[darrenhp's solution](#)

1556.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[darrenhp's solution](#)

1557.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[darrenhp's solution](#)

1558.

632D

[Longest Subsequence](#) · [Tutorial](#)

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1559.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[darrenhp's solution](#)

1560.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[darrenhp's solution](#)

1561.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[darrenhp's solution](#)

1562.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[darrenhp's solution](#)

1563.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[darrenhp's solution](#)

1564.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[darrenhp's solution](#)

1565.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[darrenhp's solution](#)

1566.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[darrenhp's solution](#)

1567.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[darrenhp's solution](#)

1568.

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[darrenhp's solution](#)

1569.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[darrenhp's solution](#)

1570.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[darrenhp's solution](#)

1571.

1553E

[Permutation Shift](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[darrenhp's solution](#)

1572.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[darrenhp's solution](#)

1573.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[darrenhp's solution](#)

1574.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[darrenhp's solution](#)

1575.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[darrenhp's solution](#)

1576.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2025-10-01 · last AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[darrenhp's solution](#)

1577.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[darrenhp's solution](#)

1578.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[darrenhp's solution](#)

1579.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[darrenhp's solution](#)

1580.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer
[darrenhp's solution](#)

1581.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
[darrenhp's solution](#)

1582.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1583.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[darrenhp's solution](#)

1584.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[darrenhp's solution](#)

1585.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[darrenhp's solution](#)

1586.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[darrenhp's solution](#)

1587.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, strings
[darrenhp's solution](#)

1588.

466D

[Increase Sequence](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[darrenhp's solution](#)

1589.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1590.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[darrenhp's solution](#)

1591.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[darrenhp's solution](#)

1592.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[darrenhp's solution](#)

1593.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math
[darrenhp's solution](#)

1594.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[darrenhp's solution](#)

1595.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[darrenhp's solution](#)

1596.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1597.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory
[darrenhp's solution](#)

1598.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[darrenhp's solution](#)

1599.

215E

[Periodical Numbers](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[darrenhp's solution](#)

1600.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1601.

145C

[Lucky Subsequence](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[darrenhp's solution](#)

1602.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[darrenhp's solution](#)

1603.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[darrenhp's solution](#)

1604.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[darrenhp's solution](#)

1605.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[darrenhp's solution](#)

1606.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[darrenhp's solution](#)

1607.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees
[darrenhp's solution](#)

1608.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures
[darrenhp's solution](#)

1609.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[darrenhp's solution](#)

1610.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[darrenhp's solution](#)

1611.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[darrenhp's solution](#)

1612.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2012-09-02 · last AC: 2022-01-07 · Python 2 (first AC) · Tags: geometry, math

[darrenhp's solution](#)

1613.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-14 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

[darrenhp's solution](#)

1614.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2013-09-01 · GNU C++ (first AC) · Tags: brute force, geometry

[darrenhp's solution](#)

1615.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-10 · Python 2 (first AC) · Tags: combinatorics, math, number theory

[darrenhp's solution](#)

1616.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: math, probabilities, sortings

[darrenhp's solution](#)

1617.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-13 · Python 2 (first AC) · Tags: dfs and similar, graphs, greedy

[darrenhp's solution](#)

1618.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[darrenhp's solution](#)

1619.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing,

string suffix structures, strings

[darrenhp's solution](#)

1620.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[darrenhp's solution](#)

1621.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[darrenhp's solution](#)

1622.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[darrenhp's solution](#)

1623.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[darrenhp's solution](#)

1624.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[darrenhp's solution](#)

1625.

476E

[Dreamoon and Strings](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[darrenhp's solution](#)

1626.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[darrenhp's solution](#)

1627.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darrenhp's solution](#)

1628.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[darrenhp's solution](#)

1629.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[darrenhp's solution](#)

1630.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[darrenhp's solution](#)

1631.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[darrenhp's solution](#)

1632.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[darrenhp's solution](#)

1633.

351E

[Jeff and Permutation](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[darrenhp's solution](#)

1634.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[darrenhp's solution](#)

1635.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[darrenhp's solution](#)

1636.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[darrenhp's solution](#)

1637.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[darrenhp's solution](#)

1638.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[darrenhp's solution](#)

1639.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing,

math

[darrenhp's solution](#)

1640.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[darrenhp's solution](#)

1641.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry

[darrenhp's solution](#)

1642.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[darrenhp's solution](#)

1643.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[darrenhp's solution](#)

1644.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[darrenhp's solution](#)

1645.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[darrenhp's solution](#)

1646.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[darrenhp's solution](#)

1647.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[darrenhp's solution](#)

1648.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[darrenhp's solution](#)

1649.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[darrenhp's solution](#)

1650.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[darrenhp's solution](#)

1651.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs
[darrenhp's solution](#)

1652.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2025-07-20 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings
[darrenhp's solution](#)

1653.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[darrenhp's solution](#)

1654.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings
[darrenhp's solution](#)

1655.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
[darrenhp's solution](#)

1656.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings
[darrenhp's solution](#)

1657.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[darrenhp's solution](#)

1658.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[darrenhp's solution](#)

1659.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[darrenhp's solution](#)

1660.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation, trees

[darrenhp's solution](#)

1661.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-25 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[darrenhp's solution](#)

1662.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-21 · last AC: 2013-09-21 · GNU C++0x (first AC) · Tags: greedy, math

[darrenhp's solution](#)

1663.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[darrenhp's solution](#)

1664.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[darrenhp's solution](#)

1665.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[darrenhp's solution](#)

1666.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[darrenhp's solution](#)

1667.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy

[darrenhp's solution](#)

1668.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[darrenhp's solution](#)

1669.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2025-12-04 · last AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

[darrenhp's solution](#)

1670.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[darrenhp's solution](#)

1671.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[darrenhp's solution](#)

1672.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[darrenhp's solution](#)

1673.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[darrenhp's solution](#)

1674.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, sortings

[darrenhp's solution](#)

1675.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[darrenhp's solution](#)

1676.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing

[darrenhp's solution](#)

1677.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[darrenhp's solution](#)

1678.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[darrenhp's solution](#)

1679.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[darrenhp's solution](#)

1680.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[darrenhp's solution](#)

1681.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[darrenhp's solution](#)

1682.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[darrenhp's solution](#)

1683.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[darrenhp's solution](#)

1684.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[darrenhp's solution](#)

1685.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[darrenhp's solution](#)

1686.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[darrenhp's solution](#)

1687.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math

[darrenhp's solution](#)

1688.

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[darrenhp's solution](#)

1689.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-07-20 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[darrenhp's solution](#)

1690.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[darrenhp's solution](#)

1691.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[darrenhp's solution](#)

1692.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[darrenhp's solution](#)

1693.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[darrenhp's solution](#)

1694.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-05 · last AC: 2013-07-05 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[darrenhp's solution](#)

1695.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2026-02-05 · last AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[darrenhp's solution](#)

1696.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[darrenhp's solution](#)

1697.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[darrenhp's solution](#)

1698.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[darrenhp's solution](#)

1699.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[darrenhp's solution](#)

1700.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[darrenhp's solution](#)

1701.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, number theory

[darrenhp's solution](#)

1702.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[darrenhp's solution](#)

1703.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[darrenhp's solution](#)

1704.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[darrenhp's solution](#)

1705.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[darrenhp's solution](#)

1706.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2013-12-25 · last AC: 2025-11-16 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[darrenhp's solution](#)

1707.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[darrenhp's solution](#)

1708.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[darrenhp's solution](#)

1709.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[darrenhp's solution](#)

1710.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[darrenhp's solution](#)

1711.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[darrenhp's solution](#)

1712.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[darrenhp's solution](#)

1713.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs

[darrenhp's solution](#)

1714.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[darrenhp's solution](#)

1715.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[darrenhp's solution](#)

1716.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2025-07-21 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[darrenhp's solution](#)

1717.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[darrenhp's solution](#)

1718.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[darrenhp's solution](#)

1719.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[darrenhp's solution](#)

1720.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, string suffix structures, strings

[darrenhp's solution](#)

1721.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, string suffix structures, strings

[darrenhp's solution](#)

1722.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[darrenhp's solution](#)

1723.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[darrenhp's solution](#)

1724.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: data structures

[darrenhp's solution](#)

1725.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-29 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[darrenhp's solution](#)

1726.

330E

[Graph Reconstruction](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-07-21 · GNU C++0x (first AC) · Tags: —

[darrenhp's solution](#)

1727.

227E

[Anniversary](#) · [Tutorial](#)

Rating: 2400 · first AC: 2012-09-27 · Python 2 (first AC) · Tags: matrices, number theory

[darrenhp's solution](#)

1728.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[darrenhp's solution](#)

1729.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[darrenhp's solution](#)

1730.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[darrenhp's solution](#)

1731.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[darrenhp's solution](#)

1732.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[darrenhp's solution](#)

1733.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2025-11-17 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[darrenhp's solution](#)

1734.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[darrenhp's solution](#)

1735.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[darrenhp's solution](#)

1736.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[darrenhp's solution](#)

1737.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[darrenhp's solution](#)

1738.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, string suffix structures, strings

[darrenhp's solution](#)

1739.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[darrenhp's solution](#)

1740.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: data structures

[darrenhp's solution](#)

1741.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[darrenhp's solution](#)

1742.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[darrenhp's solution](#)

1743.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-29 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[darrenhp's solution](#)

1744.

2128E2

[Submedians \(Hard Version\)](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[darrenhp's solution](#)

1745.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[darrenhp's solution](#)

1746.

376E

[Circling Round Treasures](#) · [Tutorial](#)

Rating: 2600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: bitmasks, shortest paths

[darrenhp's solution](#)

1747.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: bitmasks, shortest paths

[darrenhp's solution](#)

1748.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-04-25 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[darrenhp's solution](#)

1749.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[darrenhp's solution](#)

1750.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[darrenhp's solution](#)

1751.

616F

[Expensive Strings](#) · [Tutorial](#)

Quality: 723 global accepts · Rating: 2700 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[darrenhp's solution](#)

1752.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[darrenhp's solution](#)

1753.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[darrenhp's solution](#)

1754.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[darrenhp's solution](#)

1755.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[darrenhp's solution](#)

1756.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[darrenhp's solution](#)

1757.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[darrenhp's solution](#)

1758.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[darrenhp's solution](#)

1759.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-07-24 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[darrenhp's solution](#)

1760.

2224A

[Zhily and Array Operating](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[darrenhp's solution](#)

1761.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,228 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[darrenhp's solution](#)

1762.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[darrenhp's solution](#)

1763.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,105 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[darrenhp's solution](#)

1764.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,240 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

1765.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[darrenhp's solution](#)

1766.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

1767.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[darrenhp's solution](#)

1768.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[darrenhp's solution](#)

1769.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-23 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[darrenhp's solution](#)

1770.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[darrenhp's solution](#)

1771.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[darrenhp's solution](#)

1772.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[darrenhp's solution](#)

1773.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[darrenhp's solution](#)

1774.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[darrenhp's solution](#)

1775.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[darrenhp's solution](#)

1776.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[darrenhp's solution](#)

1777.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · last AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[darrenhp's solution](#)

1778.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules
[darrenhp's solution](#)

1779.

104721B

[road](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[darrenhp's solution](#)

1780.

104721A

[apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[darrenhp's solution](#)

1781.

104037D

[Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[darrenhp's solution](#)

1782.

104037C

[Expr](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[darrenhp's solution](#)

1783.

104037B

[Decode](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[darrenhp's solution](#)

1784.

104037A

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[darrenhp's solution](#)

1785.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: *special
[darrenhp's solution](#)